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As our customer, you are our most important asset. If you have any questions about how to use or install this software, please get in touch with us through one of the channels listed below. We are more than happy to help you out.

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Pathways Into Darkness

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Introduction

The alien projection appeared in the early Spring of 1994, flickering suddenly into existence deep within the Pentagon in Washington, D.C. The hologram of the Jjaro diplomat interrupted, quite deliberately, an important briefing of the President by his senior military staff. It told them they had eight days to save the world.

No one outside the six men present that day knows exactly what was said in the hours that followed; only that a Special Forces Team, armed to the teeth, was immediately afterwards ordered to paratroop near the site of an ancient asteroid impact in the Yucatan Peninsula.

Background

Sixty-four million years ago, a large extra-terrestrial object struck the Earth in what would later be called the Yucatan Peninsula, in southeastern Mexico. The dust and rock thrown up by the resulting explosion caused enormous climactic changes in the ensuing years, and many of the Earth's species became extinct during the long winter that followed.

The object itself was buried thousands of feet below ground, its nearly two kilometer length remarkably intact. It remained there, motionless, for thousands of years before it finally began to stir—and to dream. It was a member of a race whose history began when the Milky Way was still a formless collection of dust and gas—a powerful race of immortals which had quickly grown bored of their tiny universe and nearly exterminated themselves in war.

This particular being, whose name no human throat will ever learn to pronounce, was part of the cataclysmic battle that formed Magellanic Clouds, billions of years ago. It died there, or it came as close to dying as these things can, and drifted aimlessly for millions of light years before striking the Earth.

The heat of impact liquefied the rock around it, which later cooled and encased the dead god's huge body far below ground. As it began to dream, it wrought unintentional changes in its environment. Locked deep beneath the Earth, strange and unbelievable things faded in and out of reality. Vast caverns and landscapes bubbled to life within the rock, populated by horrible manifestations of the dead god's dream.



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Only during the last few centuries has the god begun to effect changes on the surface of the Earth. Grotesque creatures have been sighted deep in the trackless forest of the Yucatan, and strange rumors of an ancient pyramid—which is neither Aztec nor Mayan—in the same area have been circulating in the archaeological community since the early 1930's.

The god is awakening.

Objective

Though the god can never be killed, the projection of the Jjaro dignitary told us here on Earth that if we acted quickly we could prevent it from awakening. To do this, however, someone was going to have to carry a low-yield nuclear device down to the god's body and detonate it there. This would not only stun the dreaming god, but further bury it under millions of tons of rock.

The Jjaro claim to have made an extensive survey of the Earth's technology, and maintain that this is the only way. More permanent measures will be taken by the aliens themselves (who are already on their way) when they arrive in two and a half Earth years.

The aliens have provided us with a great deal of intelligence on the strange pyramid in the Yucatan, and the catacombs below it. This information has been compiled into this briefing, and has been presented to you and every other member of the assault team. Good luck.

Timetable

Ryu'Toth, the Jjaro representative, appeared via hologram in the Pentagon at 1500 hours (3:00 PM) on Thursday May 5, 1994. You and the rest of the assault team will be dropped from a C-151 transport over the Yucatan shortly after 0200 (2:00 AM) on Sunday May 8. This leaves five days before the dreaming god awakes, sometime in the afternoon on the following Friday.

In addition to weapons and ammunition, your squad of eight men will carry a small, low-yield nuclear device and three radio beacons. The bomb must be placed at the lowest point you are able to descend into the god's tunnels. Detonation can be delayed as long as forty-eight hours by the bomb's timer, *but should under no circumstances occur after 1400 (2:00 PM) on Friday*.

Upon returning to the surface, triggering any one of the radio beacons will signal the extraction team to pick you up. Ten minutes are required from the time the extraction signal is given to the time the helicopters arrive at the pyramid. Allow an additional ten minutes for the helicopters to reach minimum safe distance from the explosion of the nuclear device you have been given.



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Unfortunately things don't go quite as planned. During the jump from the C-151 your primary parachute fails, and you are able to pull the reserve only moments before crashing through the forest canopy toward the ground.

Two hours later you awake, unharmed except for a few bruises, to realize that most of your equipment is missing or damaged (fortunately someone else jumped with the nuclear device). The muzzle of your M-16 is bent just enough to render it useless, and the bag holding the spare clips for your Colt .45 is lost in the deep jungle underbrush. About the only things which didn't break were your flashlight and survival knife.

You finally reach the pyramid, by foot, at a little after 0600 (6:00 AM). The rest of your team must have entered nearly four hours ago. Armed only with a knife, and the knowledge contained in this briefing, you follow them ...



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Before using or installing Pathways Into Darkness, be sure to make a backup of the original disks. If you do not know how to make a backup, refer to your Macintosh owner's manual. If you have a problem with the software, try referring to the *Troubleshooting* section in the back of this manual.

Requirements

Pathways Into Darkness requires a color capable Macintosh Computer with a 68020 or better processor, system 6.0.5 or higher, a hard disk, and 2 megabytes of free RAM. Pathways Into Darkness is System 7 compatible. System 6.0.7, or higher, is required for 3-channel sound. System 7 and Sound Manager 3.0 is required for stereo sound. Sound Manager 3.0 is included with Pathways Into Darkness. Note: Future versions of the system software (after 7.1) may already include Sound Manager 3.0. See your system software manual for details.

Installation

Installing Pathways Into Darkness is simple, just follow these steps:

- 1) Insert the disk labeled, "Disk 1: Installation Disk".
- 2) Double click on the file named, "Pathways Installer".
- 3) Follow the on-screen directions from the installer.
- 4) Insert disks as the installer requests them.

Wow! That was easy. Now you are ready to save the world.

The active panning stereo sound feature requires Sound Manager 3.0 and System 7. Sound Manager 3.0 is included with Pathways Into Darkness. The installer will automatically install the Sound Manager 3.0 Control Panel and the Sound Manager 3.0 Extension in the correct places. If you encounter any problems using Sound Manager 3.0 refer to the *Troubleshooting* section.

Copy Protection

Pathways Into Darkness does have copy protection. Ok, stop your whining, it's not like we don't trust you or anything, but there are people who need to be reminded...



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When launching Pathways for the first time, it will ask you to enter a specific monster sequence that is found in the manual (on the bottom of the pages). Simply follow the on-screen instructions to continue.

☞ You will not be asked to enter the sequences every time you play.

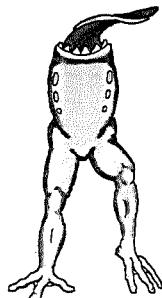
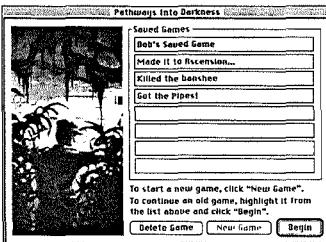
Starting A New Game

To play Pathways Into Darkness, double click on the application (named, oddly enough, "Pathways Into Darkness"). After the game has loaded you will see the Pathways Into Darkness Dialog. Click the **New Game Button** or choose **New** from the **File Menu** to begin a new game.

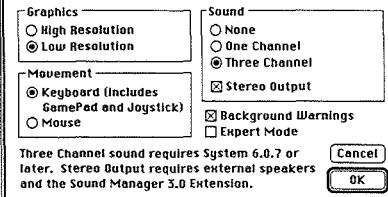
Pathways will keep track of up to eight different saved games. You can delete an unwanted character by selecting it and clicking the **Delete Button**.

To continue a saved game, select it and click the **Begin Button**. You can't begin a new game if all eight slots are filled; you will first have to delete one of the games.

☞ It's a good idea to keep old saved games in case you put yourself in an intractable situation.



PATHWAYS INTO DARKNESS



Choose **Preferences** from the **File Menu** to access the preferences dialog. The preferences dialog allows you to configure how Pathways handles certain options.

The **Background Warnings** option alerts you if any background processes are slowing down your game. If you disable this option you will no longer get any warnings.

Expert Mode disables the automatic dialogs that provide instructions on using Pathways. Note: These dialogs contain instructions only; sorry, no hints here.

Graphics Preferences

High Resolution Mode renders the graphics at the best resolution possible. **Low Resolution Mode** renders the graphics at half resolution. Low Resolution Mode results in a much higher frame rate and is very useful on slower computers. ☞ If you have a Mac IIxi or slower you might want to use Low Resolution Mode.

Movement Preferences

Selecting the **Keyboard** option allows you to navigate and fire using the keyboard (See the *Controls* section for which keys to use). Selecting the **Mouse** option allows you to navigate with the mouse and fire with the mouse button (again, see the *Controls* section for specifics). While using mouse navigation, the cursor will be invisible.

☞ To make the mouse cursor visible during mouse navigation (for selecting menus, moving windows, etc...) press the **Escape** or **~** Key.

Sound Preferences

Choosing **None** as a sound option will completely disable all sounds during the game. The **One Channel** option forces Pathways to play one and only one sound at a time. The **Three Channel** option allows Pathways to play up to three sounds at a time (Multi-Channel Sound). Three channel sound requires System 6.0.7 or higher.

If you select the **Stereo Sound** option, Pathways will utilize *active panning stereo sound*. This means that sounds coming from the left of the player are heard through the left channel and sounds coming from the right are heard through the right channel. At the time this was printed, all Macintoshes only have one monural speaker. To experience the stereo sound effects you will need to listen through headphones or external, powered speakers. The stereo sound feature requires System 7.0 or higher and Sound Manager 3.0. Sound Manager 3.0 is included on the Pathways distribution disks. Be sure to have stereo sound selected in the Sound Control Panel. See the *Getting Started* section for details on installing Sound Manager 3.0.

Performance Notes

Pathways' rendering process is computationally intensive. You should experiment a little with adjusting Pathways' parameters until you find an acceptable frame rate. The following three parameters can be adjusted to effect the game's frame rate (or animation speed).

- World View Window Size
- Resolution Setting (High or Low)
- Background tasks (such as printing or other open applications)

Making the world view window smaller will increase the frame rate. To adjust the size of the world view window see the *Window Interface* section.

Switching to Low Resolution mode will increase the frame rate. See the *Preferences* section for instructions on changing the resolution.

Any background activity will decrease the frame rate. If you have the background warnings option selected in the preferences dialog, Pathways will warn you when open applications or background tasks are taking too much time from your game.



Pathways Into Darkness has a mouse-driven, Macintosh interface. The following is a description of all the menus and what each menu item does.

File	
New	⌘N
Open...	⌘O
Close	⌘W
Save	⌘S
Save As...	
Revert	
Preferences...	
Quit	⌘Q

Start a new game.

Close the current game file.
Save the current game.

Restore the game to the point when it was last saved.

Open the preferences dialog.

Quit Pathways Into Darkness.

Actions	
Check Map	⌘M
Search	⌘G
Rest	⌘R
Drop	⌘D
Examine	⌘E

Open the map dialog.
Search your current location for objects.
Rest to regain vitality.

Drop a currently selected item from your inventory.
Examine a currently selected item from your inventory.

Windows	
World View	⌘1
Inventory Window	⌘2
Message Window	⌘3
Player Window	⌘4

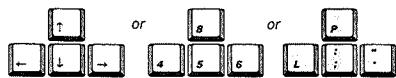
Make the World View Window active.
Make the Inventory Window active.
Make the Message Window active.
Make the Player Window active.



Keyboard Control

If the **Keyboard** option in the **Preferences Dialog** is selected, then you can use the following keys to control your character.

Navigation

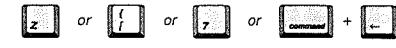


Dodging & Looking

Dodge Right



Dodge Left

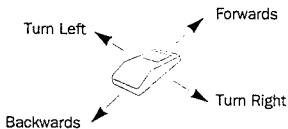


Look Right



Mouse Control

If the **Mouse** option in the **Preferences Dialog** is selected, then you can use the mouse with the following keys to control your character. Press the **Escape** or **'~'** Key to make the mouse visible, in order to select menus, etc...



Dodging

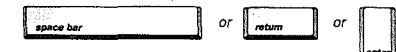


Looking



Weapons & Crystals

Use Welded Weapon



You can use the row of number keys to quickly change between your different weapons.

Use Selected Crystal



Use Welded Weapon



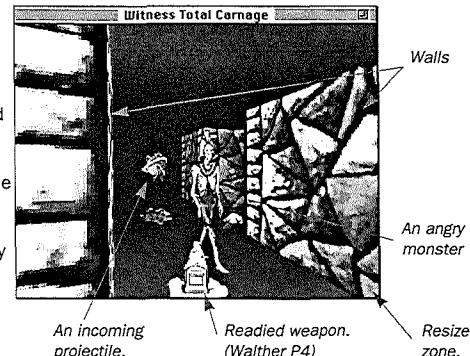
Use Selected Crystal



Pathways Into Darkness is a continuous motion, 3-D, texture mapped adventure game. Interaction with the Pathways world takes place through four main windows; the world view window, the inventory window, the message window, and the player window.

World View Window

The world view window provides a first person view into the Pathways world. You direct yourself through corridors and catacombs by navigating through the world view window. The name of the level you are on appears at the top of the window.



The world view window can be resized by clicking and dragging the lower right corner of the window. The larger your world view window, the slower your frame rate will be.

The range of your vision is about 20 yards. Certain objects, like a flashlight or the infra-red goggles, can extend the range of your vision.

Readied weapons (guns, knives, etc...) appear in the bottom of the world view window.

Here are some of the more common things that you will encounter:

Walls. This one is pretty obvious; you can't walk through them (at least most of them).

Columns. Columns support the ceiling. They serve no other function as far as you're concerned.

Miscellaneous debris. You will undoubtedly come across debris in the corridors, such as bones, standing water, moss, slime molds, etc. You must realize that this pyramid has been lying around for millions of years, and there is no maid service. You can't pick up the debris.

Monsters. You will meet many strange monsters, most of which will either be dead or hostile. A



good rule of thumb is to shoot anything that moves.

Objects. Objects will automatically be picked up when you walk over them. If the object isn't taken, either you did not walk over the object, or it is something you can not pick up (scattered bones for instance).

Doors. Doors appear as solid, indented walls. Many doors will open when you walk up to them, while others will open only if a special action is performed. Some doors will close after you walk through them.

Chains. Chains hang from the ceiling. When you walk up to a chain, Pathways will ask you if you want to pull it. Pull chains at your own risk.

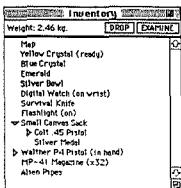
Ladders. Ladders take you between levels. Check the player window to see your current elevation. Walking into a ladder takes you to the next level.

Teleporters. Teleporters appear as translucent, infinitely thin planes rising from the floor. Walking into a teleporter will instantly transport you to a new location. There is no way of telling where you will end up until you walk through them. Teleporters can be one or two way.

Previously Living Sentient Beings (PLSB's). You will meet many people that have entered the pyramid before you, unfortunately most of them are dead. You can search the bodies by clicking the **Search Button** while standing on top of them. The CIA has provided intelligence of a German expedition in the late 1930's. Apparently the Nazis were looking for a "secret weapon", but none of them ever returned from the pyramid. If only there were a way to talk to them...

Inventory Window

The inventory window contains a list of everything you are carrying. It also contains the Drop and Examine Buttons. Click once on items to select them. Selected items can be dropped or examined by clicking the **Drop or Examine Buttons**. Double click on an item to use it (i.e. ready a weapon, drink a potion, etc....).



The weight of your objects is displayed at the top of the window. Select an object to see its weight. If no objects are selected, then the weight of your entire inventory is displayed. You can sort your inventory by clicking and dragging the objects to where you want them to be.

The following describes the different kinds of objects you might have in your inventory:



Map. The map serves as an auto-mapping device. Double clicking the map, or choosing **Map** from the **Actions Menu**, brings up a view of all the terrain you have visited. It is a good idea to check the map every now and then to stay sane.

Containers. Containers have a triangle next to them in the left hand margin. To open or close a container click on the triangle. Certain containers hold particular items. For instance, a Walther P4 Pistol is a container, but it only holds one Walther P4 Magazine. The Canvas Bag is also a container, but it holds many different kinds of items. To put an item into a container, click and drag the item on top of the container and then release the mouse button. Pathways will automatically load guns with available clips when the current clip becomes empty.

Weapons. To ready a weapon for combat, double click on its name in the inventory window. The weapon will appear in the bottom of the world view window. You can then press the **Space Bar** to use it. When you wield a weapon, any previously wielded weapon is put away. You can use the row of number keys to quickly switch between weapons. Pressing **1** will ready the knife, **2** readies the Walther P4 and so on.

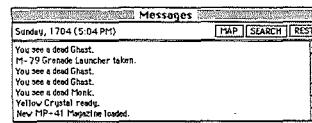
Crystals. Crystals are objects with special powers. To activate a crystal, double click on it. The word "(Ready)" will appear next to its name. To discharge the crystal, press the **Tab Key**. Crystals automatically recharge themselves. After each use they recharge more slowly until they finally shatter.

Message Window

The message window provides you with important feedback. It also houses the **Map**, **Search**, and **Rest** Buttons.

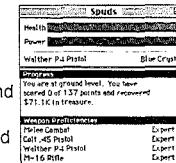
Buttons. Use the scroll bar to read messages that have scrolled off the top of the window. If you are wearing a watch, the current day and time will be displayed in the top of the window.

"You see X." is displayed when you are close enough to something to search it.



Player Window

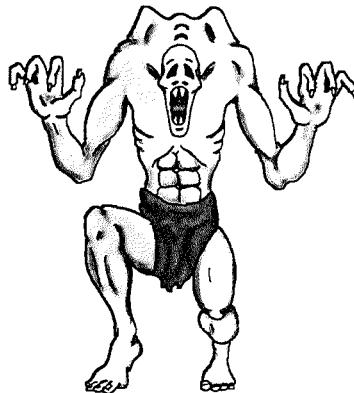
The player window displays statistics on your player. At the top of the window are two status bars. The **Health Bar** shows your current health, and the **Power Bar** displays the power of your active crystal (if you have one activated). Immediately below the two status bars your current weapon and



crystal are displayed.

The progress section of the player window shows your current elevation, your point total and the value of any treasure you have recovered. The weapon proficiencies section displays your current level of skill in each type of weaponry you are familiar with. The more you use a weapon, the more proficient you will become (practice makes perfect!). As you increase in proficiency, each weapon will become more effective. Melee combat refers to hand-to-hand type combat and includes the survival knife.

☞ You receive points for finding important items. For every four points you score, you receive two extra health points!



In Pathways Into Darkness you are a Special Forces Agent on a mission to save the world from a hostile alien god. To complete your mission, you must detonate a small nuclear device at the bottom most level of the god's tunnels. To complete your mission *and survive*, you must return to the surface and signal an extraction team to pick you up.

For this mission, you and your team were heavily equipped to complete the job. Unfortunately, most of the equipment was either damaged in the botched paratroop or carried by the other team members. You have only a Survival Knife, Flashlight, Colt .45 (with no ammo), Small Canvas Bag, Map, and Watch. ☞ You do not have a small nuclear device or a radio beacon (bummer).

Running, Dodging and Climbing

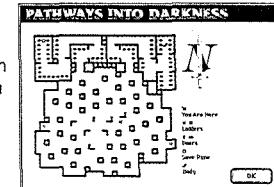
Use the cursor keys or the mouse to navigate through all the corridors and tunnels.

Hold down the command key and press the left or right cursor key to dodge left or right (see the *Controls* section for more keyboard and mouse options). Dodging is like side stepping and is particularly useful for avoiding enemy fire. It would be to your benefit to learn how to dodge successfully. You can't dodge while standing in a narrow corridor because there isn't enough room to maneuver. It is also effective to hide behind corners to avoid incoming projectiles.

Walking into ladders will automatically take you up (or down) them.

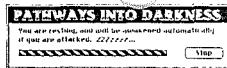
Auto-Mapping

Your **Map** serves as an auto-mapping device. Double clicking on the map (in your inventory) brings up a view of all the terrain you have visited. It is a good idea to check the map every now and then to stay sane.



Resting

You may rest by pressing the **Rest Button** or choosing **Rest** from the  **Actions Menu**. Resting replenishes your health. Resting also takes time. Remember, you're on an important mission here (with a time limit), we don't want you sleeping on the job all the time! While resting, your screen will go black and you will be blind to any attacks. If you are attacked, Pathways will wake you up immediately. Be careful where you sleep.



Using Weapons

A weapon must be readied before it can be used. To ready a weapon, double click on it in the inventory window. The wielded weapon appears in the bottom of the world view window. Any previously wielded weapon is put away. Most weapons require ammunition. If you have multiple clips for a weapon, they are automatically loaded as they are needed. Beware though, it takes about a second to load a new clip, and that one second can be the difference between life and death in the heat of battle.



Press the **Space Bar** to use a wielded weapon (see the *Controls* section for more keyboard and mouse options). As you use a weapon your experience with that weapon will increase. Check the player window to see your current experience levels for each weapon. With a higher experience level, your weapon will be more effective. Also, range is important! The closer you are to your target the more effective a weapon will be. You can quickly change between your different weapons by using the row of number keys on the keyboard. Pressing **1** will ready the knife, **2** readies the Walther P4 and so on.

Using Crystals

Crystals are very powerful objects. We know very little about them. A crystal must be readied before it can be used. To ready a crystal, double click on its name in the inventory window. The activated crystal's name appears in the player window, below the power bar. The power bar displays the crystal's current power. The power bar must be full before the crystal can be discharged. Press the **Tab Key** to discharge the crystal. After each use, the crystal will recharge itself.



It is not known how many kinds of crystals you will come across, nor what the effects of most of them are. **HINT:** The Yellow Crystal is used to talk to dead people. Discharging the yellow crystal while standing on a dead person will initiate a conversation.



☞ Be warned: after each successive use, crystals (except the Yellow Crystal) recharge more slowly until they finally shatter and become useless.

Picking Up, Searching For, Dropping, Examining, and Using Objects

Walk over objects to pick them up. Pathways automatically picks the object up and places it at the end of your inventory window.

To search an area or a body, press the **Search Button** or choose **Search** from the **Actions Menu**. Searching brings up the search dialog. Select the items you want from the list and press the **Take Button**. A picture of each item appears in the right side of the dialog. When you are finished press the **Done Button**.  Search all dead human bodies.



To drop an item, select it in the inventory window and press the **Drop Button** or choose **Drop** from the **Actions Menu**.

To examine an item, select it in the inventory window and press the **Examine Button** or choose **Examine** from the **Actions Menu**. Examining gives you a brief description of any object.

To use an item, double click on its name in the inventory window.

Opening Doors, Pulling Chains

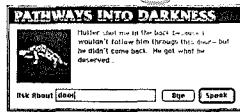
Many doors will open when you walk up to them. Some doors require you to do something special before they will open ("Open Saskatchewan?, Open Sasparilla?, Open Sarasota?"). Be careful, some doors will close behind you.

If you walk up to a chain hanging from the ceiling, Pathways will ask you if you want to pull it. Pull chains at your own risk.



Conversations

In Pathways, you can talk to dead people. To initiate a conversation with a dead person, walk towards them until the message, "You see a dead [X]" appears in the message window and then discharge the Yellow Crystal. Conversations take place through the Conversation Dialog. Type a word into the edit box and click the **Speak Button** to get a response.



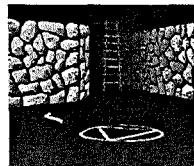
☞ All dead people respond to the words "name" and "death" by telling you their name and how they died, respectively. Dead people can provide valuable clues to solving some of Pathways' puzzles. Try asking the dead person about things he has already mentioned.

Death

The health bar in the player window keeps track of your vitality. When the health bar reaches zero, you are dead. Try to prevent this from happening. In the unfortunate event that it does happen you will be allowed to return to the place where you last saved the game. Remember, you may rest to regain health points.

Saving The Game

☞ You may only save the game while standing on a save rune. Choose **Save** from the **File Menu** while standing on a save rune to get the Pathways Into Darkness Dialog (See the *Getting Started Section*). You can save your game in any one of the six slots that are shown in the Pathways Into Darkness Dialog.



Time

The game starts at 6:13 AM on Sunday morning. You must detonate the nuclear device before 2:00 PM on Friday to complete the mission. In addition, keep in mind that if you wish to survive, you must escape to the surface and signal the extraction team with a radio beacon. Allow ten minutes for pickup, and another ten minutes to reach minimum safe distance. Also, keep in mind that resting takes up a lot of time.



Treasure

A sub-directive of your mission is to collect any artifacts or treasure you may come across. These items will be studied by top archaeologists and may provide answers to the origins of the Universe.



Arming The Nuclear Device

To arm the Nuclear device you must enter the following arming code: **2870334**. *Under no circumstances should the bomb be set to explode after 1400 (2:00 PM) on Friday.*



☞ Don't forget your oath of secrecy as a Special Forces Agent. The penalty for divulging this top secret information is death!

Hints

- Search all human bodies you come across.
- Use your Survival Knife early on to conserve Ammo.
- Don't run out of time! This is easily accomplished by resting too much.
- Learn to dodge effectively in order to avoid getting hit by projectiles.
- Conserve crystals for when you *really* need them.
- Hide behind walls to avoid enemy fire.
- Talk to all dead people. Discharging the Yellow Crystal while standing on a dead person's body will initiate a conversation.
- Use the map if you get lost.
- In case you forget, your flashlight can be turned off. Also, its batteries don't last forever.
- Expect the unexpected.



This section provides solutions for some common problems.

Why does the game run soooo slow?

'Cuz you got a slow computer. But wait, we can help! Select the Low Resolution setting to make the game run twice as fast. Also, you can make the world view window smaller and that will speed up the game too.

Where do I get Sound Manager 3.0?

It is included on the Pathways distribution disks.

I can't get the Active Panning Stereo Sound option to work properly!

Make sure you have installed both the Sound Manager 3.0 Extension and Control Panel. Also, make sure you have opened the control panel and selected the stereo output option.

There's a monster that won't die when I shoot it!

Well, gee, uh yeah, there are monsters that aren't effected by physical weapons. Maybe you should try something else. Eventually you will find monsters that aren't effected by *any* sort of weapon.

I can't talk to any of the dead people.

Make sure you have the Yellow Crystal and it is ready (double click on it to ready it). Walk toward the person you wish to speak to until the message, "You see a dead [X]" appears in the message window. Once you are standing on the dead person pressing the **Tab Key** discharges the crystal and initiates the conversation (also, remember the power bar must be full before you press the Tab key).

Why can't I save the game?

You can only save the game while standing on a save rune symbol. Check out the *Saving The Game* section for more details.

It seems as though I can't move backwards, turn left and fire at the same time.

With most Macintosh keyboards this is true. The keyboard won't recognize two cursor keys and the space bar at once. If this becomes irritating we suggest using the numeric keypad to navigate as you won't experience this problem when using the keypad.



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This file is a cursory survival guide for PID, intending to offer basic information for completion of the game. Please send me (st2c9@jetson.uh.edu) any correction or better tips/solutions.

This file is version 1.1, dated September 22, 1993.

What's New:

More playing tips for players with normal characters and several error corrections concerning saving zones.

General Playing Tips

Save constantly. This is especially true is the lower (physically) levels where heavy-damage-inflicting monsters roam. IMHO, this game is most enjoyable if one plays it mission-oriented style: before playing, set up an objective like the killing of ten monsters or the procurement of a certain object, before saving again. Use the saving zones as mission bases. Whenever heavy damage has been sustained, revert. Each resting will cost 7 minutes of time. In other words, every hit sustained is time lost.

This game IMHO is very heavy on resource management. Most important resources are time and ammunitions. Ammunition will cease to be of extreme concern once the Ammo Duplication Cedar Box is obtained. Time will always be of extreme concern. Each resting takes 7 minutes and will allow one to recover about 1/7 of total health points. Ammo is duplicated in a minutely base.

Incremental resting is recommended once the Ammo Cedar Box is obtained: might as well produce ammo in resting, even though it is inefficient since ammo can be produced every minute while one meaningful resting period is 7 minutes.

Command key sideward dodging is essential in minimizing hits in the easier levels.

Recommended tactics for normal characters at easier level is Tango style movement with ambush style firing: run forward several steps before

retreating all those steps back and be ready to side step behind walls to induce bad guys advancing into ambushes.

Recommended tactics for normal characters at harder level is Waltz style movement with assassin style firing: run forward several steps before retreating necessary number of steps back around a defensable corner, turn body around until the gun is pointing at most 45 degree from the anticipated advancing path of the approaching monsters. Commence firing once any part of the monsters is seen.

If a monster (particulary those like Skitters (& Ghast) that can shoot straight and fast travelling ammo) is known to be approaching, hide around the corner at most 45 degree to its approach. Commence firing upon sighting any part of it in the gun sight. Once hit, it will stop and try to return fire but can not do so because it can not shoot at an angle.

Weapons should be fired at point blank range whenever possible to ensure maximum damage while conserving ammunition until one procures the Cedar

Box for ammo duplication. The only exception is with fragmentation grenades in the case when they are plenty: fire them as far as possible to allow for reloading, thus a second shot.

Weapon accuracy is included in consideration for performance evaluation at the end of the game.

Number 1 priority is to obtain the Cedar box for ammo duplication.

Usage of crystals and potions should be extremely judicious or else one may have a hard, if not impossible, time overcoming certain situations in the game.

Learn to aim and shoot straight first. Then learn to shoot at an angle hiding around the corner, ambushing incoming monsters at or nearly at point-blank range.

Never slug it out with monsters face to face. Always try to draw them into ambushes in which they can not shoot back. Be efficiently patient whenever possible: saving 1 minute of waiting by going out rushing

around looking for monsters is definitely not worth the while if one has to spend 5 minute recuperating from the wounds thus sustained.

Try to recover as many artifacts as possible since this process improves one's health points.

Try to visit every square of any level to recover ammo clips in the early game. Later on, like after the level Lasciate Ogne Speranza, Voi Ch'Intrate, one may not wish or in fact, recommended not to do so if one has the Cedar Box and knows where all the goodies like potions and artifacts are.

The program takes around 4 to 5 second to reload the Grenade Launcher. To reload the M-79 in less than 2 seconds, allow it to break open right after firing before immediately command-2 to shift to inventory window. Double-click on the M-79 to unwield it before double-click it to wield it again. It will be reloaded and ready to be fired again. Command-1 to shift back to game window to continue firing.

Before quaking down the Sentinels' shields, wait a little standing a little to the right of the center of the path to attract Skitters to approach on the other side of the shields. Their rolling web spindles will be stopped by the shields if the Sentinels sit in the way. Blast the Skitters with Fragmentation grenades. HE or Projectile grenades will be stopped by the shields but not Fragmentation ones.

Remember to set the bomb before leaving Who Else Wants Some?

About Monsters

Name	Recom kill Weapon	Other weapons
Headless	knife	guns
Zombie		guns
Banshee	blue/orange crystal(s)	
Ghouls	knife	guns
Ooz	guns	
Invisible Demon	guns	

Nightmare	guns
Electric Orb	guns
Skitter	guns
Sentinel	green crystal
Flamethrower	guns
Ghast	guns
Venomous skiter	guns
Greater Nightmare	guns (amour piercing)
Purple Monster	none
Green Ooz	none (get poisoned)

One Possible/recommended Route

Ground Floor -> Never Firing -> Lock&Load -> They May Be Slow -> But They're Hungry -> Evil Undead Phantasms Must Die!! -> Ascension -> Wrong Way! -> Welcome, Tasty Primate! -> (need a lot of Walther P4 ammo and the orange crystal, if one has not been conserving ammo, ie. killing almost all Headless and Ghouls with the knife, this route is not recommended!) Feel the Power -> A Plague of Demons -> We Can See in the Dark, Can You? -> Happy Happy, Carnage Carnage -> The Labyrinth -> Beware of Low-flying Nightmares! -> Need a light? -> Lasciate Ogne Speranza, Voi Ch'Intrate -> Watch Your Steps -> I'd Rather Be Surfing -> Warning: Earthquake Zone! -> Don't Get Poisoned! -> Please Excuse Our Dust -> But Wait!-That's Not All! -> Where Only Fools Dare Tread -> Who Else Wants Some?

Potions:

Clear Blue: healing
Bubbling Red: time slowing
Pale violet: temporary invulnerable/iron skin
Thick Brown: poison -> to get by the Green Ooz

Crystals:

(Judicious usage of crystals is strongly recommended; i.e., don't use them unless it's absolutely necessary)

Yellow: Communication with dead soldiers

Blue: Freeze

Orange: Burn

Green: Earthquake (area damage)

Violet: Lightening (area damage)

Black: Stoning (not many uses)

**

Ground Floor

Monster(s): Headless (knife, guns); Ghouls (knife, guns); Zombie (guns)

Saving Zone(s):

Initially only 2: NW and NE corners.

After unlocking gates, 2 more: SW and SE corners.

Ladder(s):

NW: up to Lock&Load

NE: up to Never Stop Firing

SW: down to Wrong Way!

SE: Feel the Power

Objective(s): pick up the Walther P4 pistol and talk to the Dead German Soldier.

Problem(s): the 2 locked gates near the central region.

Solution(s): Alien Pipe.

**

Never Stop Firing

Monster(s): Headless (knife, guns); Zombie (guns)

Saving Zone(s): S center.

Ladder(s): S center down to Ground Floor

Objective(s): pick up the Yellow crystal behind the locked door in the N.

Problem(s): the locked gate in the N.

Solution(s): Pull both chains that are located in the NW and NE corners.

**

Lock&Load

Monster(s): Headless (knife, guns); Zombie (guns)

Saving Zone(s): 3

Near SE corner.

Near NW corner.

NE corner.

Ladder(s): 2

SW corner: down to Ground Floor

NE corner: up to They May Be Slow

Objectives: Emerald in the room by the SE Saving Zone.

Dead German Soldier near the SE corner.

Dead German Soldier in the NW corner.

Problem(s): None

Solution(s): None

**

They May Be Slow

Monster(s): Headless (knife, guns); Zombie (guns)

Saving Zone(s): 2

NW corner.

NE corner.

Ladder(s): 3

NW, NE corners: up to But They're Hungry

S center: down to Lock&Load

Objectives:

Dead German Soldier (Hans) between center and S.

Small Ammo dump in a room full of bones near center.

Dead German Soldier in a room near N center.

Blue Crystal behind a secret/hidden wall section in the room of the above Dead German Soldier.

Silver Bowl in a room near the Blue Crystal room.

Problem(s): Blue Crystal behind a secret/hidden wall section.

Solution(s): Walk through the wall.

**

But They're Hungry

Monster(s): Headless (knife, guns); Zombie (guns); Banshee (Blue crystal)

Saving Zone(s): 2

Near NE corner.

Near SW corner/the ladder leading up to Evil Undead Phantasms Must Die!!.

Ladder(s): 4

Near SE corner: down to They May Be Slow

SW corner: down to They May Be Slow

Near NE corner: up to Evil Undead Phantasms Must Die!!

Near NW corner: up to Evil Undead Phantasms Must Die!!

Objectives:

Dead German Soldier near NE corner.

Problem(s): None

Solution(s): None

**

Evil Undead Phantasms Must Die!!

Monster(s): Headless (knife, guns); Zombie (guns); Banshee (Blue crystal)

Saving Zone(s): 2

East of the Center.

Near SW corner.

Ladder(s): 3

Near NE corner: down to But They Are Hungry!

Near SW corner: down to But They Are Hungry!

Near Center: up to Ascension

Objectives:

Large Pearl near (N) the East of the Center Saving Zone.

Dead German Soldier at the W side (toward NW corner).

Problem(s): None

Solution(s): None

**

Ascension

Monster(s): Headless (knife, guns); Zombie (guns); Banshee (Blue crystal)

Saving Zone(s): 1

E/SE side.

Ladder(s): 1

SW corner: down to Evil Undead Phantasms Must Die!!

Objectives:

Dead German Soldier near NW corner.

Alien Pipe around center.

Problem(s): None.

Solution(s): None.

**

Wrong Way!

Monster(s): Zombie (guns); Ghouls (knife, guns); Nightmare (guns)

Saving Zone(s): 2

Near NE corner

Near SW corner

Ladder(s): 7

Five near center: 4 down to Welcome, Tasty Primate!; 1 up to Ground Floor

1 NW ladder: down to Welcome, Tasty Primate!

1 SE ladder: down to Welcome, Tasty Primate!

Objectives:

Orange Crystal: S locked room right by the central lounge

Clear Blue Healing Potion: W corridor/locked room of the central lounge

Problem(s): Locked Silver doors.

Solution(s): The Silver Key in the level below

**

Welcome, Tasty Primate!

Monster(s): Zombie (guns); Ghouls (knife, guns); Nightmare (guns)

Saving Zone(s): 2

1 near center.

1 near SW corner.

Ladder(s): 7

4 ladders near center: up to Wrong Way!

1 ladder at SE corner: up to Wrong Way!

1 ladder at NW corner: up to Wrong Way!

1 ladder near N center: down to We Can See in the Dark, Can You?

Objectives:

The Silver Key at the NE corner.

Dead German Soldier near S center.

Problem(s): Locked Silver Doors

Solution(s): The Silver Key

**

Feel the Power

Monster(s): Ooz (guns); Ghouls (knife, guns)

Saving Zone(s): 1

Around NW corner.

Ladder(s): 2

SW corner: up to Ground Floor

NW corner: down to A Plague of Demons

Objectives:

Around NE corner: Clear Blue Healing Potion

Dead German Soldier: center

Gold ingot: by Dead German Soldier

Problem(s): None

Solution(s): None

**

A Plague of Demons

Monster(s): Ghouls (knife, guns); IR Demon (guns); Banshee (Blue crystal); Ooz (guns)

Saving Zone(s):

NE corner

NW (on the other side, go S first) of central ladder

Ladder(s):

Around NW corner: down to Beware of Low-flying Nightmares!

center: up to Feel the Power!

Objectives:

Silver Door: near SE corner

Cedar Box: behind Silver Door

Dead American Soldier: N of central ladder

IR goggles: with the Dead American Soldier

Problem(s): Invisible Demons

Solution(s): IR goggles

**

We Can See in the Dark, Can You?

Monster(s): Ghouls (knife, guns); Nightmare (guns); Ooze (guns)

Saving Zone(s): 2

1 close to SE corner.

1 close to N center.

Ladder(s): 2

1 near the SW corner: up to Welcome, Tasty Primate!

1 near the NE corner: down to Happy Happy, Carnage Carnage

Objectives:

Bubbling Red Potion: NW corner

Dead German Soldier: close to (NE) the ladder up to Welcome, Tasty Primate!

Problem(s): Frenzy rats

Solution(s): turn off flashlight

**

Happy Happy, Carnage Carnage

Monster(s): Ghouls (knife, guns); Nightmare (guns); Ooze (guns)

Saving Zone(s): 1

S of the 2 ladders

Ladder(s): 2

2 near the center: right up to Labyrinth; left up to We Can See in the Dark, Can You?

Objectives:

Dead German Soldier: near the Saving Zone

Dead German Soldiers(MP-41): N center, before the Beige Locked-Door Room

with the Yellow Arrows

Alien Pipe: with one of the Dead German Soldiers

Red Cloak: in the Beige Locked-Door Room with the Yellow Arrows

Clear Blue (Healing) Potions & Thick Brown (Poison) Potions: in the Beige Locked-Door Room with the Yellow Arrows

Problem(s): Hordes of miscellaneous monster after Beige Door

Solution(s): Bubbling Red Potion of Time Slow or

Corner defense tactics with Orange crystal: Step on the Green Arrows while facing 90 degree from the doors; run back straight toward one of the corner as soon as one steps on the Green Arrows; commencing shooting at the sides of targets as they rush out of the door; pay attention to hit points/drink Healing Potion when necessary; after the slaughter of the initial onrush/wave of the horde, more will wait on the other side of doors; change facing now in order to be able to peep into the door at some monsters in order to fry them with the orange crystal/ get ready to retreat back right after the zapping; eventually all monsters will rush out to meet their fate.

**

Beware of Low-flying Nightmares!

Monster(s): Ghouls (knife, guns); Nightmare (guns); Ooze (guns)

Saving Zone(s): 2

near NE corner.

S center.

Ladder(s): 2

NE corner

S center

Objectives:

Diamond Necklace: center of the NW corner/N center/W center/center area

Gold Door: near SE corner

Gold ingots: behind Gold Door

(Dead German Soldier: behind Gold Door)

Problem(s): Gold Door
Solution(s): Gold Key

**
The Labyrinth

Monster(s): Electric Zapping Orbs

Saving Zone(s): 0

Ladder(s): 4

NW corner: up to Happy Happy! Carnage Carnage!

NE corner: up to Beware of the Low-flying Nightmares!

SW corner: down to Need a light?

SE corner: down to Lasciate Ogne Speranza, Voi Ch'Intrate

Objectives:

Around center: Violet crystal

Problem(s): the paths change every time one enters.

Solution(s): none.

**

Need a light?

Monster(s): Ghouls (knife, guns); Nightmare (guns); Ooze (guns);
Flamethrower Monster (guns)

Saving Zone(s): 1

N of center.

Ladder(s): 1

center: up to the Labyrinth

Objectives:

Dead American Soldier: SE corner of the inner square

Dead American Soldiers (Radio beacon, new half of bomb code 287->658,
IR

goggles): 4 in the SW corner room.

Amyst Ring, Bubbling Red Potion, Thick Brown Potion, Clear Blue Healing

Potion: the end of the SW corner room/corridor

@

Problem(s): Flamethrower Monster

Solution(s): Violet crystal(?); expenditure of much ammo (with usage of crystals, not strongly recommended). One approach is once one has entered the room, salvage all usable equipment's from dead soldiers ASAP, run toward the end. The Flamethrower monster starts walking from the end. Try to beat it to the first corner nearest to the end of the corridor. Position oneself halfway on the corner facing it as it walks up. Freeze or burn it motionless when there is room besides the monster so that one may squeeze through as it stops. Run toward the end of the corridor past the door to pick up all the goodies at the end as the monster starts to rumble back. By the time it almost reaches the end, other monsters should have come in behind it and start shooting at it in trying to shoot at one's character. Pump all but one Projectile grenades into it. Pump MP-41/ Walther ammo into it. Use blue/orange crystals with good timing to prevent it from throwing flames while one pumps ammo into

it. Eventually (60 to 100 rounds of AK-47 SABOT ammo) it will disintegrate. Use a fragmentation grenade if more than one is available to take out the other small monsters if one has run out of resources.

**

Lasciate Ogne Speranza, Voi Ch'Intrate

Monster(s): Skiter (guns); Ghast (guns); Sentinel (Green Crystal)

Saving Zone(s): 4

S of N center

N of center

Near SW corner

N of W center

Ladder(s): 4

N center: up to the Labyrinth

2 around S center: down to Watch Your Steps

1 NE corner: down to I'd Rather Be Surfing

Objectives:

Red Velvet Bag (Healing Potion): SW (on the other side of the wall) of

the Saving Zone

Clear Blue Healing Potion: SE of the N Saving Zone

Problem(s): Sentinel

Solution(s): Green Crystal

Watch Your Steps

Monster(s): Skiter (guns); Ghast (guns); Sentinel (Green Crystal)

Saving Zone(s): 1

NW corner

Ladder(s): 2

near W center: up to Lasciate Ogne Speranza, Voi Ch'Intrate

SE corner: up to Lasciate Ogne Speranza, Voi Ch'Intrate

Objectives:

Green Crystal: S center

2 Sapphires: 1 at N of the center, 1 around the center

Dead American Soldier (Greg): NE corner

The Nuclear Device: (S of Greg) E center.

Problem(s): Jumping Insects

Solution(s): Exploding Pods

**

I'd Rather Be Surfing

Monster(s): Skiter (guns); Ghast (guns); Sentinel (Green Crystal)

Saving Zone(s): 2

Close to N center

Center

Ladder(s): 2

SW of NE corner: down to Warning: Earthquake Zone!

Between W center and Center: up to Lasciate Ogne Speranza, Voi Ch'Intrate

Objectives:

Clear Blue Healing Potion: NE of the S center

Dead Cuban Soldier(AK-47): Suffocation Chamber/near NE corner

Problem(s): Suffocation Chamber

Solution(s): Red Cloak & Patience (3 hours) (Remember to remove it afterwards)

Time to mass produce ammunitions!

**

Warning: Earthquake Zone!

Monster(s): Ghast (guns); Green Ooze (None); Purple Burping Monster (None)

Saving Zone(s): 2

N center

Center of the center/W center/SW center/S center

Ladder(s): 2

NW corner: up to I'd Rather Be Surfing

W center: (teleporter) to Don't Get Poisoned

Objectives:

Dead Cuban Soldier: near NE corner

Lead Box: between W center and center

Violet Potion: SW of the N center Saving Zone

Problem(s): Green Ooze

Solution(s): Get poisoned.

Problem(s): Purple Burping Monster

Solution(s): Wear Gas Mask and run around

**

Don't Get Poisoned!

Monster(s): Venomous Skiter (guns); Ghast (guns); Greater Nightmare (armor-piercing gun ammo, projectile grenades)

Saving Zone(s):
One's arrival square/first room/area.

Teleporter(s):
Three in the first room: S one to N teleporter of another small room/area of 3 teleporters; W one to the center teleport (N side) in the fourth area; E one to the center teleport (S side) in the fourth area; the 2 teleporters in the fourth area are back to back.
Three in second small room/are: N one to the S teleporter of the first room/area; E one to W teleporter of a third area; W one to E teleporter of a third area (with the exit/advancing teleporter at the S room)
Three in third medium size area: the one in the Southern room leads to Please Excuse Our Dust; the other two back to second room/area.
Two in fourth area: back to first room.

Objectives:
Violet Invulnerability(temporary) Potion in the N center of the third area with the exit/advancing teleporter.
Blue Clear Healing Potion at the center of the third area.
Blue Clear Healing Potion at the SE corner of the fourth area.
Blue Clear Healing Potion near (E) the SW corner of the fourth area.

Problem(s): None
Solution(s): None

**

Please Excuse Our Dust

Monster(s): Venomous Skiter (guns); Ghast (guns); Greater Nightmare (armor-piercing gun ammo, projectile grenades)

Saving Zone(s):
1 by the arrival room/first room.

Ladder(s):
Arrival room/first room:
SE corner: back to Don't Get Poisoned
S center: E teleporter in the second small room/area.
NW corner: W teleporter in the second small room/area.
Second room/small area:

N: S T in third room; W: NW corner T in first room; E: S center T in first room.

Third room/small area:
S: N T in second room; W: SE corner T in fourth room; E: N center T in fourth room
Fourth room: N center T to E T in 3rd room; SE corner T to W T in 3rd room; SW corner T to next level, But Wait!-That's Not All!

Objectives:
Arrival room/first room
Blue Clear Healing Potion near the NE corner.
Blue Clear Healing Potion S of the W center.
Fourth room
Blue Clear Healing Potion between center and NE corner.
Bubbling Red Potion near the SW corner.
Blue Clear Healing Potion NE of the SW corner.

Problem(s): None
Solution(s): None

**

But Wait!-That's Not All!

Monster(s): Venomous Skiter (guns); Ghast (guns); Greater Nightmare (armor-piercing gun ammo, projectile grenades)

Saving Zone(s): 1
Before arrival square.

Ladder(s):
Arrival area
The teleporting room with 4 T's:
S: to N T in the same room; N: to S T in the same room; N side T: to around NE corner; S side T to center. After all four have been used, the N side T leads to 2nd area.
Second area
The teleporting room with 4 T's:
S: to N T in the same room; N: to S T in the same room; N side T: to NE corner; S side T to arriving square of the 2nd area.
Center: to next level, Where Only Fools Dare Tread

Objectives:

Arrival area

Bubbling Red Potion at the SE corner room.

Violet Potion at the NE corner room.

Second area

Bubbling Red Potion at the center.

Clear Blue Potion at SW corner room

Clear Blue Potion around SE corner, before the 4 Teleport room entrance.

Problem(s): None

Solution(s): None

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Where Only Fools Dare Tread

Monster(s): Venomous Skiter (guns); Ghast (guns); Greater Nightmare (armor-piercing gun ammo, projectile grenades)

Saving Zone(s): 3

N of S center.

Near SE corner.

N of center.

Ladder(s):

Between the two Southern Saving zones: back to But Wait!-That's Not All! by the center Saving Zone

By the central Saving Zone: W T in the 2nd Four-T room

Objectives:

Clear Blue Potion SW of center/NW of the between S/center Saving Zone

Dead Cuban Soldiers: SW corner

Gold key: with one of the Dead Cuban Soldier

Black Crystal: around N center

Problem(s): Several Four/Three-T rooms

Solution(s): Wear Red Cloak and try all T's (remember to remove it once one is teleported to the final showdown)

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Who Else Wants Some?

Monster(s): Roomfuls of all regular types of monsters one type after another

Saving Zone(s): 0

Ladder(s): After elimination of each roomful/type of monsters, a teleporter will appear (make sure rest up fully before stepping in)

Objectives:

convert/kill the Spirit of the Alien being into the Alien Gemstone after the elimination of the last roomful of monsters

Problem(s): roomfuls of monsters

Solution(s): fragmentation grenades, bubbling red potions, clear blue healing potions, violet potions